~ User's Manual ~

STORY

Welcome to Stella Mundo, a magical world still recovering from the devastation of the Mage War that ended the Age of Towers.

Domino, the youngest wizard to earn the rank of Archmage, has just begun his study of the ancient Dark Tower, a treasure trove of lost magical knowledge that he hopes to rediscover.

But there's a catch.

As its price for allowing him to study the tower, the corrupt Council of Archmagi has assigned Domino two gifted but troublesome students - Aria, the daughter of a noble family, and Kaya, an orphan with an unusual heritage - and given him just three years to complete their training, a process that normally takes decades.

Does Domino have what it takes to lead Aria and Kaya to greatness? Their fate is in his hands.

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CHARACTERS

CHARACTERS

Domino

A former adventurer, Domino is the youngest wizard to ever achieve the rank of Archmage. Fed up with the political machinations of his fellow Archmages, he has come to the Dark Tower to study its secrets in peace.

But there's a catch. In exchange for permission to investigate the tower, the Archmages have saddled Domino with two troublesome students. He must complete their training in three years or be forced to return to Grimoire.

Fianna Mellowa

The only daughter of the current king, Fianna is an eccentric girl whose exuberance puts everyone around her at ease. She has a deep understanding of art and wishes for the culture of her kingdom to prosper.

She always sees the best in everyone, even people who don't like her.

Aria Vancleef

The second daughter of Duke Vancleef, lord of the northern territories, Aria enrolled at Grimoire to escape an arranged marriage.

Her grandmother is the esteemed witch, Elmore, but despite Aria's innate magical talent, her studies haven't gone well.

Aria is confident, stubborn, and reckless, but she always does her best. She loves desserts and cute clothes.

Olivia

An unusual female gladiator who won her freedom thanks to her incredible popularity.

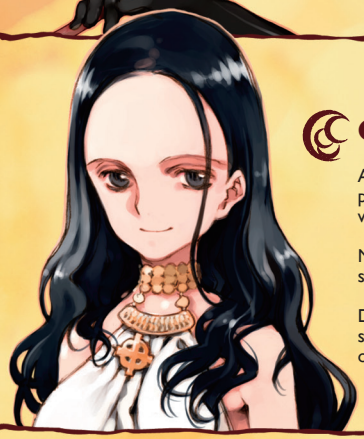
She was known as the Beast Queen because she had control over six hounds in battle and was never defeated.

She makes her living now as a bounty hunter.

Kaya Xavier

Kaya was born among the Roshtari, a small tribe that keeps itself isolated from the rest of the world. The Roshtari put importance on the purity of their race, and drove Kaya and her mother out due to Kaya's mixed blood.

After her mother died, she was taken in by wizards from Grimoire. A modest, naive, and diligent girl, Kaya is also extremely empathic and caring, and can be moved by the simplest things.



Olga Klose

A woman who possesses the miraculous power to heal sickness and injury, for which the Church declared her a saint.

Nobody else in the world has this power, so the people revere her.

Despite her power and position, she's a simple, kind woman. She's also a little bit of an airhead.

CHARACTERS

Mariella Grandback

A famous architect with an unrestrained love of beautiful buildings, Mariella is a perfectionist who doesn't allow compromise.

She fell in love with the splendor of the Dark Tower and is now devoted to its refurbishment.

Merrett

An eccentric elf who traveled with Domino during his adventuring days.

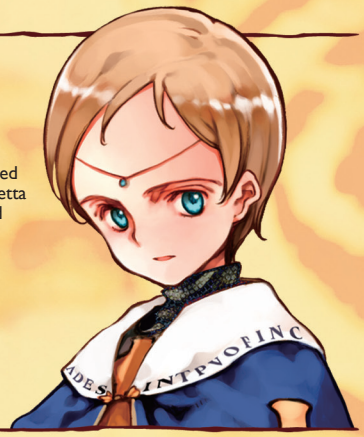
Merrett is helpful and friendly, but has a bad habit of telling lies and exaggerating the truth.

She'll go to great lengths to keep her lies from being found out.

Rosetta Fabretti

A church knight who has been assigned to protect and watch over Olga. Rosetta is one of Olga's few close friends, and Olga trusts her completely.

Although Rosetta tends to be overly serious, she also has some surprising vulnerabilities.



Sepha

An angel who was summoned to the Dark Tower long ago. She's among the weakest of angels, but still has immense magical strength.

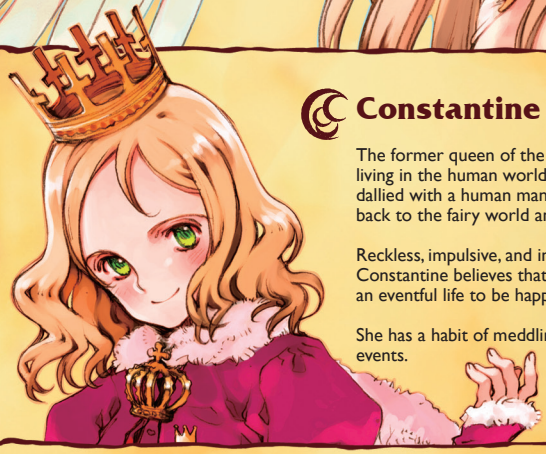
She doesn't think for herself and believes anything anyone tells her. This makes her somewhat difficult to deal with.

Tillet

A member of the catlike Xiao race and Princess Fianna's personal maid.

Her entire race is enslaved and has few rights in society. Tillet was a slave for the king's harem, but she caught the princess's eye and was assigned to be her personal maid.

Her specialty is tea.



Constantine

The former queen of the fairies, now living in the human world. Because she dallied with a human man, she can't go back to the fairy world anymore.

Reckless, impulsive, and incomprehensible, Constantine believes that humans need an eventful life to be happy.

She has a habit of meddling in historic events.

CHARACTERS

Mauresumo

The spectral knight who guards the Dark Tower. Although a ghost, he possesses a warm, friendly demeanor and is beloved by the tower's residents.

He is one of the few people who knows the tower's secrets.

Elmore

Aria's grandmother. Elmore is a witch famous for being more powerful than most archmages.

She's extremely touchy about her age. Nobody knows how she keeps herself looking young and pretty.

Her past in general is cloaked in mystery.

Toopy

A strange creature that Domino and the girls encountered upon arriving at the Dark Tower. Toopy quickly becomes the tower's mascot.

Edouard

Aria's older brother, the second son of the Vancleef family.

He tends to be overly protective of his sister.

Ferdinand

A high-ranking mage from Grimoire and one of Domino's closest friends.

He respects Domino for standing up to the Archmages.

Grandback

A traveling merchant famed for the variety of his wares.

He is especially popular with adventurers.

Quiero

A serious elven mage from Grimoire.

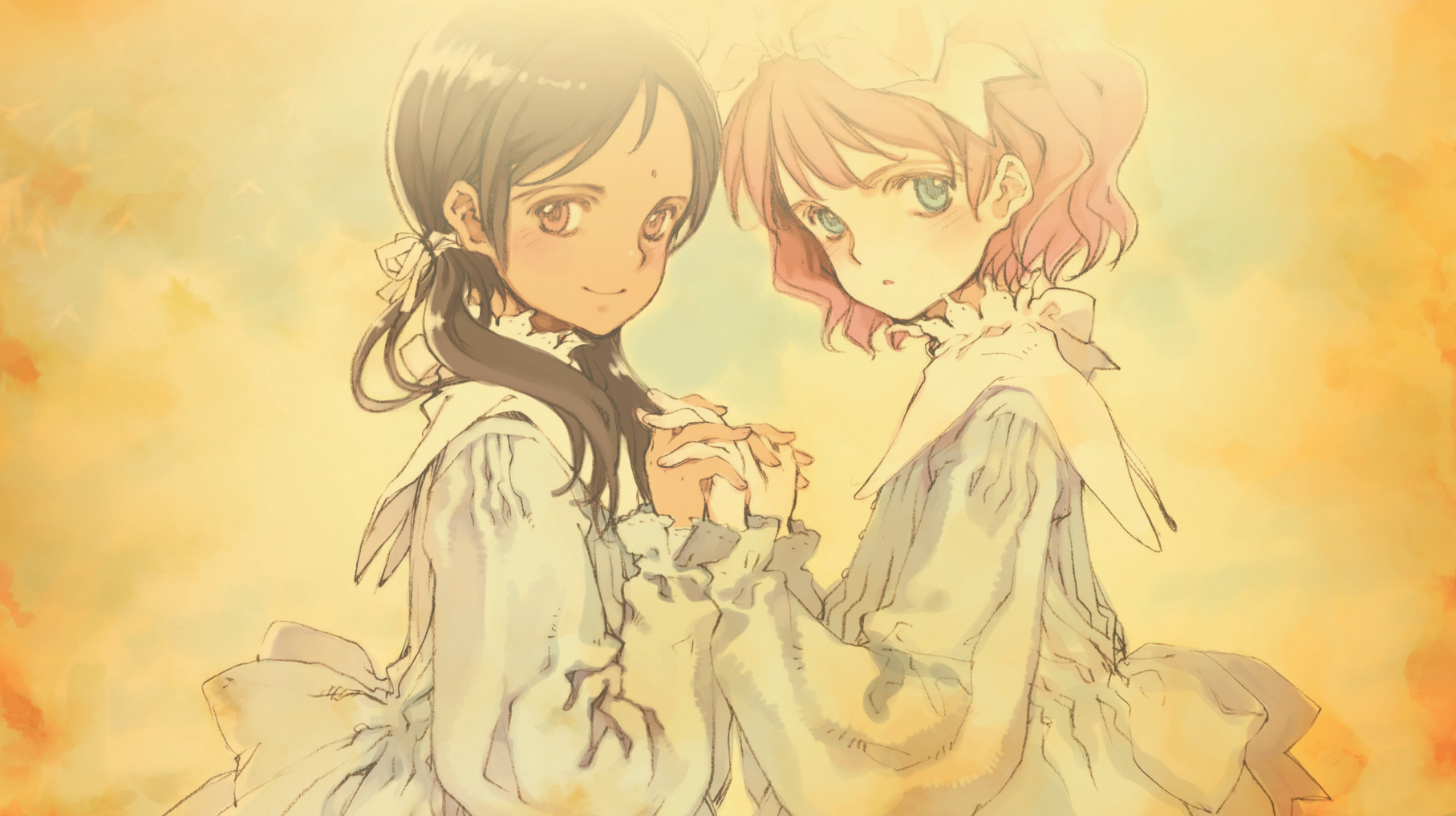
Together with Ferdinand, he administers Aria and Kaya's exams.

Hizel Moss

A traveling merchant who deals in rare artifacts.

He often appears with mysterious - and possibly dangerous - items to sell.

GAMEPLAY



GAME FLOW

YOUR GOAL

Make Aria and Kaya full-fledged wizards within three years.

HOW TO PLAY

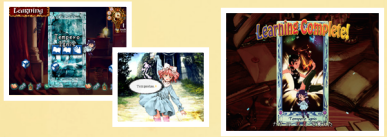
- The game is separated into weeks. One year has 13 months; one month has four weeks. There are a total of 156 weeks in the game.
- Each week, you can choose one of three actions: Lesson, Learning, or Quest.

Lesson

Lessons are the first step in a wizard's training. During lessons, Aria and Kaya acquire the Spirit necessary to learn new spells.

Learning

After acquiring Spirit, it's time to learn new spells. Each spell costs a different amount of spirit.



Quest

Once Aria and Kaya have the necessary spells, they will be able to complete quests for a variety of rewards. Quests are the key to their growth as wizards.

EVENT

Events will occur throughout the game, including at the beginning and end of most weeks.

EXAMINTIONS

At the end of each year, Aria and Kaya will be tested on what they have learned. Every test has different requirements, and failing even one will lead to an immediate game over. Be sure to teach your students the spells they need to pass!

FUTURE

The decisions you make during the game will determine Aria and Kaya's future. Will they become great wizards, or walk a different path entirely? A wide variety of endings are available to discover.

PLANNING SCREEN

From this menu, you will plan the week's activities.

① **Date**
Shows the current date and the remaining weeks in the game.

② **LESSON button** ☞*p.16*
Go to the Lesson Planning screen.

③ **LEARNING button** ☞*p.18*
Go to the Learning screen.

④ **QUEST button** ☞*p.20*
Go to the Quest screen.

⑤ **COLLECTION button** ☞*p.21*
Go to the Collection screen.

⑥ **SYSTEM button**
Go to the System menu.

LESSON

During lessons, Aria and Kaya will roll dice and earn spirit based on the result.

PREPARING FOR A LESSON

First, choose the dice you will use for this lesson. Aria and Kaya each roll 3 dice: a student die, a teacher die, and a room die. The icons on the screen show the faces of each die.

① **Date**
The current date.

② **Spirit Gauge**
Aria and Kaya's current spirit levels.

③ **Student Die (Aira)**
Aria's unique die.

④ **Student Die (Kaya)**
Kaya's unique die.

⑤ **Magic List** ☞p.17
Go to the Collection screen.

⑥ **Teacher Die**
Choose the teacher for this lesson.

⑦ **Room Die**
Choose the room for this lesson.

⑧ **START The Lesson**
Choose the teacher for this lesson.

⑨ **RETURN To The Previous Screen**
Choose the teacher for this lesson.

TYPES OF SPIRIT

There are five types of spirit: Knowledge, Experience, Intuition, Wisdom, and Instinct. As you earn spirit points, the dots on the spirit gauge grow into full spirit icons, as seen on the right. You must spend these full spirit icons to learn spells.

Knowledge *Experience* *Intuition* *Wisdom* *Instinct*

SPIRIT LIMIT

At the beginning of the game, Aria and Kaya can only store up to three full icons of each type of spirit. Complete quests to increase this limit.

TYPE OF DICE

Aria and Kaya each roll a student die, a teacher die, and a room die. Aria's dice are red while Kaya's dice are blue. The student dice never change, but you will unlock new teacher dice and room dice as the game progresses.

HOLDING THE LESSON

During a lesson week, Aria and Kaya will each roll their dice a total of six times, one for each day.

① **Date**
The current date.

② **Magic List**
Open the magic list.

③ **Dice**
Aria and Kaya's dice.

④ **Earned spirit**
The spirit you have earned so far this lesson.

CASTING SPELLS

Aria and Kaya are able to use the spells they've learned during lessons. A spell is cast when a student's three main dice show the faces that correspond to that spell. Spells have a wide variety of effects. How you use these effects will greatly impact your ability to collect spirit.

Depending on the dice you are using, some spells may not be available during the lesson, while others may be easier to cast. The more spells you learn, the more important it becomes to choose your dice wisely.

Dice Bump

It is rare for the dice to land in exactly the combination you want. In order to get the desired result, you can click the dice to bump them into position. Click the side of a die to make that side face-up. But be careful. If you bump the dice too often, you will start to lose spirit.

Quick Bump

When you don't feel like bumping the dice individually, you can open the magic list and select the spell you would like to cast. The dice will automatically land in the necessary positions. However, you will also lose all of the spirit you've accumulated so far. Use quick bump with care.

MAGIC LIST

The magic list shows all of the spells you've learned and their dice combinations. Spells you can't cast with the current dice are greyed out.

① **Magic Button**
Click to quick bump during a lesson.

② **Help**
An explanation of the currently selected spell.

③ **Back To The Button**
Return tot he previous screen.

LEARNING

Teach Aria and Kaya new spells. You can only teach one spell during each Learning phase.

LEARNING MENU

Select the spell you would like to teach.

① **Date**
The current date.

② **Character**
The currently selected character.

③ **Available Spirit**
Aria or Kaya's available spirit.

④ **Magic Web**
The spells available for Aria or Kaya to learn. Click one to see details.

⑤ **Character Select**
Switch between Aria and Kaya.

⑥ **Back Button**
Return to the previous screen.

MAGIC WEB

The magic web shows all of the spells you can learn. Aria and Kaya have different spells to choose from. Spells that you can learn now are shown glowing, while spells for which you have not met the prerequisites are greyed out.

Expanding The Web

As you progress through the game, the web will grow and you will be able to learn new spells. There are many spells, and it is impossible to learn all of them in just three years. Choose your spells wisely.

Some of the Spells Available to Aria and Kaya

SPELL DETAILS

This explains the effects and requirements of each spell

① **Magic Card**
An illustration of the spell.

② **Name**
The name of the spell.

③ **Description**
A description of the spell.

④ **Dice**
The roll needed to cast the spell.

⑤ **Effect**
The spell's effect.

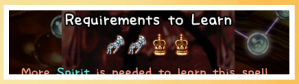
⑥ **Requirements**
The cost of the spell in spirit.

⑦ **Yes Button**
Click to learn the spell.

⑧ **NO/CANCEL Button**
Return to the magic web without learning the spell.

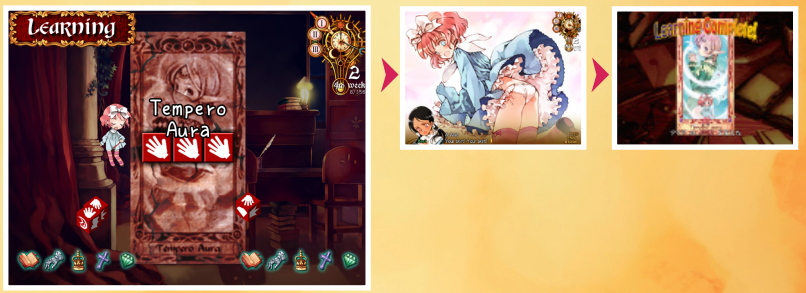
REQUIREMENTS

In order for Aria or Kaya to learn a spell, she must first have the required spirit. Flashing spirit icons represent insufficient spirit. She must also know at least one adjacent spell on the magic web.



LEARNING EVENTS

When you decide to teach a spell, you will first see a demonstration of the spell's effects. Afterwards, there will be a visual novel event about the spell. Finally you will get the Learning Complete screen and the week will end.



QUEST

Send Aria and Kaya on quests to improve their skills.

QUEST MENU

Choose a quest from this menu.

① **Date**
The current date.

② **Quest Buttons**
Click to see the quest details.

③ **Cancel Buttons**
Click to return to the previous screen.

Quest Conditions

At the beginning of the game, there are no quests available. Quests appear as the story progresses. Some quests require you to complete other quests before they become available. Be sure to check new quests as soon as they appear.

QUEST TYPES

The icons below describe the types of story events to expect within a quest.

Discovery *Investigation* *Adventure* *Danger* *Battle* *Construction* *Examination* *Epilogue*

QUEST DETAILS

This screen shows the details of the selected quest.

① **Quest Name**
The name of the quest.

② **Description**
A description of the quest.

③ **Rewards**
The rewards for completing the quest.

④ **Requirements**
The spells and/or items you need to complete the quest.

⑤ **Time Limit**
The number of days remaining before the quest expires.

⑥ **YES Button**
Click to start the quest.

⑦ **NO/CANCEL Button**
Click to return to the previous screen.

QUEST DETAILS

To complete a quest, Aria and/or Kaya must have learned the necessary spells. Aria's spells have a red background; Kaya's spells have a green background. Some spells are available to both Aria and Kaya, so be sure to check the color before deciding which spells to learn. Flashing spells are spells you have yet to learn.

TIME LIMIT

Every quest has a time limit. If the time limit expires, the quest can no longer be completed. Be aware of which quests are close to expiring.

A quest that will soon expire *A completed quest* *An expired quest*

REWARDS

Quests offer several different kinds of rewards.

Spirit Bottles — *Raise your maximum spirit levels*

Items — *Provide various benefits*

Affection — *Complete to unlock heroine routes*

New Rooms — *Unlock new classrooms*

Diplomas — *Earn diplomas towards endings*

DIPLOMAS

Diplomas determine the path that Aria and Kaya will walk after graduation. You need three diplomas with the same icon to unlock a diploma ending.

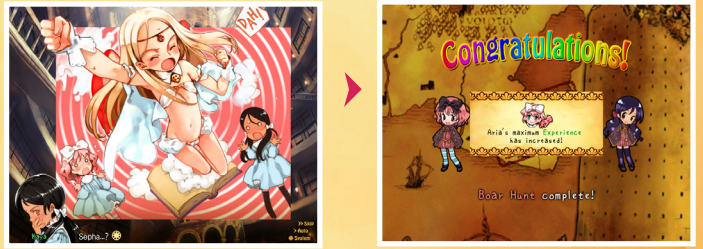
Sailor of Time *Dreamer* *Unbreakable Sword*

COLLECTION

On the collection screen, you can view all the items, diplomas, and spells that you have earned. You collection carries over from previous playthroughs, with items you haven't earned in this playthrough greyed out.

QUEST MENU

Choose a quest, click YES, then watch the event to complete the quest.



SETUP

INSTALLATION

Place the game disc in your computer's DVD-ROM drive. The installer menu should come up automatically. If it does not, open the DVD-ROM volume on your My Computer page and double-click the SETUP icon.

STARTING THE GAME

Select the Littlewitch Romanesque icon in the Start menu, or by double-clicking the shortcut on the desktop. From the game's title menu you can start a new game, continue a saved game, view unlocked CGs, listen to the game's soundtrack, configure your game settings, or quit the game.

Before you start the game, it is a good idea to go to the Settings menu and configure the game to your preferences.

UNINSTALLING THE GAME

Find your Littlewitch Romanesque folder and double-click the Uninstall file.

CONTROLS

Enter or Left-Click: Advance the text.
Right-Click: Display menu.
Control: Toggle skip.
Mouse Wheel Up/Down: Access/scroll backlog.

FAQ

Q. I insert the DVD, but nothing happens.

A. Please open the DVD in My Computer and double-click Setup.exe.

Q. The game freezes and an error message appears.

A. Your data may be corrupt. Please do the following.

- Run FileChecker.exe. If corrupt files are detected, reinstall the game. If the problem continues, check your hard drive for errors.
- Ensure that your video and sound card drivers are up to date.
- Ensure that DirectX 9.0c is installed.
- Go to the Configuration >> Game Settings menu and uncheck "Use SSE" under the System tab.
- If the problem persists, contact JAST USA support with a detailed description of the error.

Q. The colors look weird.

A. Make sure that you are running in full color (24-bit) or true color (32-bit) color mode.

Q. There's no sound.

A. Please do the following.

- Check that your speakers are connected and turned on.
- Check that your volume is turned up and not muted.
- Check that the game volume is not muted.
- Check that your sound card is connected and its drivers are up to date.

TECHNICAL SUPPORT

If you experience any unexpected problems with Littlewitch Romanesque, please visit our website at **www.jastusa.com** to get support. When submitting your issue, please be sure to include:

- a detailed description of the problem you're experiencing
- a description of your computer system, including OS, graphics card, sound card and processor

Little Witch